ABSTRACT

A fast text/graphics resolution improvement algorithm is based on boundary parameterization and uses chain-code table look-up. Given an input representation containing text/graphics objects, the boundary of each object is traced, parameterized, smoothed, and subsequently rendered. Instructions for the critical operations are stored in one or more pre-computed look-up tables (LUTs) which is/are accessed during on-line operation, resulting in an algorithm that is fast and computationally inexpensive with low memory requirements. A very flexible framework is presented which can be utilized in a variety of applications requiring resolution improvement.